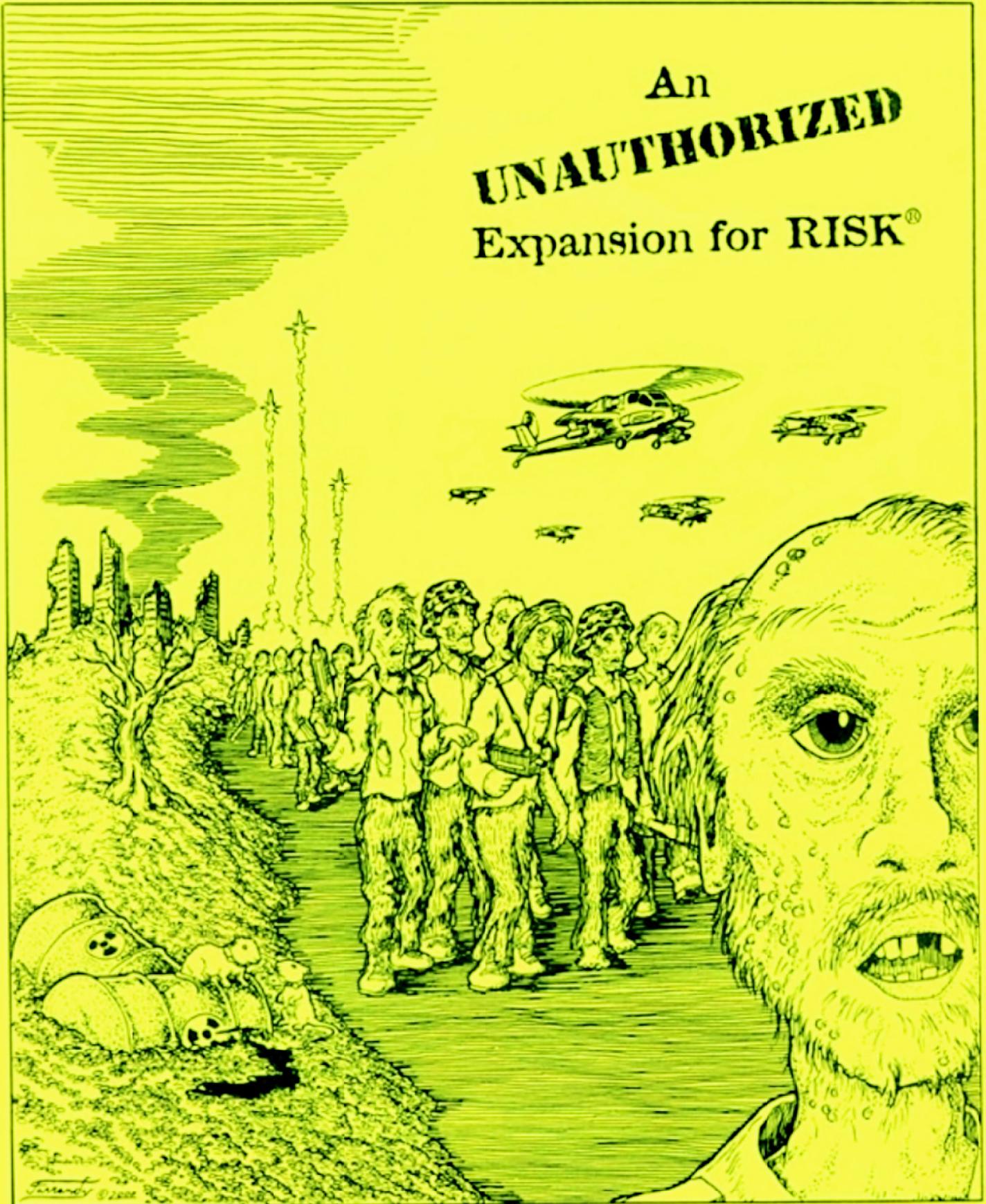


# One World Dominion

An  
**UNAUTHORIZED**  
Expansion for RISK®



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# Introduction

One World Dominion introduces 44 new territory cards that replace the standard RISK® cards. Except when superseded by these rules or by text on the new cards, follow the standard rules of play for RISK.

## Card Play

### Turning in Card Sets

You may turn in a set of cards for bonus armies as follows:

Card Set	Bonus Armies
3 Artillery	6 Armies
3 Infantry	9 Armies
3 Helicopters	12 Armies
1 of Each	9 Armies

In this expansion, the number of armies you receive for a given card set is fixed; it does not grow based on the number of sets turned in previously.

If 1 or more of the cards in a set name areas you control, you may place 2 additional armies in each of those areas.

When you turn in a set of cards for bonus armies, you may not perform the action stated on any of the cards in the set. You may only perform the action stated on a card when you play that card singly.

### Playing Cards Singly

To perform the action stated on a card, play it by itself. Announce the action you are taking and then discard the card. For example, if you hold the Orbital Laser card and wish to play it, show the card to the other players, announce which army you are vaporizing, and then place the Orbital Laser card in the discard pile.

### When to Play a Card

In the upper right-hand corner of each card you will find a letter code that designates when the card may be played:

- (A) While you are attacking
- (D) While you are defending during another player's turn
- (F) While you are making your free move
- (N) When an opponent plays a card against you
- (P) While you are placing new armies at the beginning of your turn
- (S) Special—read the instructions on the card

A card that has more than 1 letter code may be played during any of the phases indicated by those letters. *You may play a card only during its designated phase, and you may play only 1 card per phase.* During another player's turn, you may play only 1 (S) and 1 (D) card.

### Additional Armies

When you play a single card that names an area you control, you may immediately place 2 additional armies in that area—no matter whose turn it is or what part of the turn you are on.

### Hand Limit

If you start your turn with 5 or more cards, you must reduce the number of cards in your hand to 4 or less. So if you have exactly 5 cards, you may play 1 (P) card to reduce your hand to 4 cards.

You may turn in a set and play a (P) card when you are placing armies at the beginning of your turn. However, the (P) card you play cannot be part of the set you turn in.

### ***Negating Cards***

A negating card states that it may be used to negate another card or cards. If you play a card to negate another card, discard both cards immediately. Unless stated otherwise, neither card has any further effect.

If the negating card you play names an area you control, you receive 2 additional armies in that area. The player of the negated card does *not* receive 2 additional armies.

You must play a negating card immediately after the card you want to negate. Once the action stated on a card has been completed, it is too late to negate that card.

Unless the negating card states otherwise, you can only negate a card that is played against you or an area you control. A negating card can not itself be negated.

### ***Trading and Capturing Cards***

You may not trade cards with or give cards to another player unless he or she plays the Informant card against you or captures your last remaining area. If you go out of the game for any reason other than an opponent capturing your last remaining area, you must place your cards in the discard pile.

## **Special Terms**

### ***Area and Sea Lane***

To save room on the cards, the word *area* is used instead of territory. The term *sea lane* refers to the dashed or double lines that connect 2 areas across an ocean.

### ***One Game Turn***

When a card states that its influence lasts for 1 game turn, place that card in front of the player whose turn it is when the card is played. Then, at the beginning of that player's next turn, remove the card to indicate that it is no longer in effect.

### ***Committed Attack***

If a card requires you to make a committed attack, before combat begins you must declare how many armies you are attacking with. Once combat begins, you cannot voluntarily add or subtract armies to or from the attack; you must continue the attack until all opposing armies or all committed armies are eliminated. The number of armies you commit must be at least 1 less than the number of armies in the area you are attacking out of.

## **Randomly Chosen Area**

The Mad Cow Disease, Mutant Horde, and Nerve Gas cards call for an attack on a randomly chosen area that is adjacent to a target area. To choose the affected area, count off all the areas adjacent to the target area and roll 1 die.

For example, if the Mutant Horde is attacking out of Kamchatka, you would count off “Alaska, 1; Japan, 2; Mongolia, 3; Irkutsk, 4; Yakutsk, 5” and roll a die. If the result matches one of the numbers you counted off, the area with that number is attacked. If the result does not match one of the numbers you counted off, continue rolling a die until you get a result that does. In the previous example, if the result is 6 you would continue to roll the die until the result is 5 or less.

## **Involuntary Attack**

The Mad Cow Disease and Provocateur cards force the armies in a target area to attack an adjacent area. During each round of an involuntary attack, the attacker must roll the maximum allowable number of dice. The attack continues until the attacker has only 1 army left or the defender is eliminated. If 8 or more attacking armies capture an area,  $\frac{1}{2}$  of the armies, rounded down, must move into the area. If fewer than 8 armies capture an area, the number of armies equal to the number of attack dice must move into that area.

The attacker may play 1 (A) card, and the defender may play 1 (D) card during an involuntary attack. No one receives a card for involuntarily capturing an area.

If rebels capture a new area due to an involuntary attack, divide the 3 armies they receive each turn to make the number of armies in each area as equal as possible. To place an odd army, roll a die to randomly select a rebel area.

# Special Results

## **Neutral Players**

Playing the Rebellion or Mutant Horde card will result in the creation of a new, neutral player. Use an unused army color or coins to mark neutral areas. The actions of rebels and mutants are automatic and are described on their cards.

Unless the card states otherwise, neutral players are affected by card play just as normal players are. You are not required to eliminate neutral players to win the game.

If rebels capture a new area, divide the 3 armies they receive each turn to make the number of armies in each area as equal as possible. To place an odd army, roll a die to randomly select a rebel area.

If a mutant horde captures a new area, they move *all* of their armies into the area, leaving an empty area behind.

## **Empty Area**

The result of a card action may leave an area empty.

You do not receive an army bonus for a continent that has an empty area. You may attack an empty area and capture it automatically. For the purpose of drawing a card, this counts as capturing a area.

## **Opponents in the Same Area**

If a card action results in your armies occupying the same area as another player’s armies, *all* of your armies in the area must attack the opposing armies in the area; you cannot hold 1 army back as is normally required. Also, all of your attacks against armies within the same area must be resolved before, and independently of, any normal attacks you may make during your turn.

## Card Errata

### ***Ebola***

If the die roll is 4 or 5, the target area is affected *only* if it is on the randomly selected continent.

### ***Round Down***

When you remove or replace  $\frac{1}{2}$  the armies in an area, and there is an odd number, leave the extra army in the area.

### ***Saboteur***

You must play the Saboteur card against another player *before* he or she turns in a card set for bonus armies. If your opponent has already turned in a set, it is too late to play the Saboteur.

## Credits

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**Special Additional Thanks To:** Defcon IV, Jester's Games, Kevin George, Dean Henderson, Miles the Gamer

## **Artillery (AD)**

At the *beginning* of 1 battle, roll 1 die and eliminate that number of opposing armies. If you are attacking, you must complete at least 1 round of combat after playing this card. If you are defending, the attacker is not required to complete a round of combat.

If your opponent plays Fresh Recruits during the same battle you play Artillery, add the new armies before artillery fire.



## **Human Cloning (PN)**

Double the bonus armies you receive for 1 of the continents you control. For example, if you control North America, you receive 10 armies instead of 5.

For the remainder of your turn after you play this card, no one may play Propaganda against you.

You may also play this card to negate Propaganda when it is played against you.



## **Brazil**

### **Economic Sanctions (S)**

You may play this card at the *beginning* of an opposing player's turn to prevent that player from receiving armies for the *areas* he or she controls. Your opponent still receives bonus armies for continents and armies from card sets and card play.



## **Central America**

### **Industrial Sector (PN)**

Receive 1 army for every 2 areas you control instead of 1 army for every 3. If you control fewer than 10 areas, you receive a minimum of 5 armies. For the remainder of your turn after you play this card, no one may play Economic Sanctions against you.

You may also play this card to negate Economic Sanctions when it is played against you.



## **Eastern Australia**

### **Fighters (N)**

You may play this card to negate Bombers or Paratroops when one of them is played against you. If you use this card to negate Paratroops, all armies committed to the Paratroop attack are eliminated.



## **Eastern United States**

### **Haz-Gear (SN)**

All of your armies may ignore the effects of Ebola, Nerve Gas, and Toxic Waste for 1 game turn. During this time, your armies may enter an area affected by ICBM or Nuclear Terrorists.

You may also play this card to negate Mad Cow Disease or Mutant Horde when one of them is played against you. Even when played to negate another card, Haz-Gear remains in effect for 1 game turn.

You may play this card at any time.



## **Great Britain**

### **Killer Satellite (S)**

You may play this card to negate ICBM or Orbital Laser if one of them is played against you *or another player*.



## **Indonesia**

### **United Nations (S)**

You draft a strongly worded resolution condemning the militarism of an opposing player. Your resolution is passed unanimously by the Security Council and your speech regarding the matter is well received by the General Assembly. *There is no effect.*

You may play this card at any time.



## **Japan**

## **Northern Europe**

## **Fresh Recruits (AD)**

At the beginning of 1 battle, roll 1 die and add that number of armies to the area you are defending or attacking out of. For the remainder of the attacker's turn, when you are defending or attacking out of this area, subtract 1 from all your die rolls.

If you are attacking, all of the new armies must be included in a *committed attack* against an adjacent area. If you are defending, your opponent must complete at least 1 round.



## **Propoganda (S)**

Use rumors and lies to demoralize the citizens of 1 continent of your choice.

You may play this card at the beginning of an opponent's turn to prevent that player from receiving bonus armies for 1 continent he or she controls.



## **Northwest Territory**

### **Fast Rail (FN)**

Move armies from 1 area through any number of contiguous, friendly areas into 1 friendly area. This counts as your free move for your turn.

You may also play this card to negate Saboteur when it is played against you.



## **South Africa**

### **Radar (D)**

After an opposing player announces an attack on 1 area that you control, prior to the attack, you may make 1 free move into or out of that area. The attacker must complete at least 1 round of the announced attack.



## **Southern Europe**

### **Saboteur (S)**

You may play this card at the *beginning* of an opponent's turn to prevent that player from receiving *any* new armies during his or her turn. Your opponent should set aside all of the new armies he or she would have received. At the beginning of his or her next turn, your opponent receives these delayed armies in addition to the new armies he or she receives normally on that turn.



## **Western Australia**

### **APCs (PFN)**

Use armored personnel carriers to quickly move your troops up to (or away from) the front lines.

You receive 1 additional free move either immediately after placing your new armies or after your regular free move.

You may also play this card to negate Saboteur when it is played against you.



## **Western Europe**

### **Nuclear Terroists (S)**

Equip militant fanatics with the means to build and detonate a nuclear device. Draw (and discard) the next card in the deck and eliminate all the armies in the area named on the card. No army may enter this area for 1 game turn. If you draw a Wild Card, there is no effect.

You may play this card at any time.



## **Western United States**

### **Ebola (A)**

Attempt to kill  $\frac{1}{2}$  the armies (rounded down) in 1 area. Roll 1 die. If the result is 1, 2, or 3, only the target area is affected. If the result is 4 or 5, the virus escapes and affects every area on a random continent. If the result is 6, the virus affects every area on the map.

To determine a random continent, draw (and discard) the next card. The virus affects the continent that contains the area named on the card. If it is a Wild Card, there is no effect.



## **Wild Card**

## **Wild Card**

## **Bombers (A)**



Carpet bomb 1 area of your choice. Roll 1 die to determine how many armies in the area *survive* the attack. All other armies in the area are eliminated.

## **Hacker (P)**



Disrupt enemy logistics by cracking their computer system. You may make 1 free move of opposing armies from 1 area into 1 adjacent area friendly to those armies. You must leave at least 1 army behind. This does not use up either player's regular free move.

## **Alaska**

### **Counter Espionage (N)**



If an area you control is targeted by 1 of the following, you may choose a new target area: Ebola, ICBM, Mutant Horde, Orbital Laser, Rebellion, or Toxic Waste. The new target area can belong to any player.

## **Argentina**

### **Mad Cow Disease (P)**



Secretly supply opposing armies with bad meat. Choose 1 area adjacent to an area you control. The armies in the target area go temporarily insane and immediately make an *involuntary attack* against a randomly chosen adjacent area. The insane armies may attack armies of their own color.

## **China**

### **National Guard (P)**



In addition to the other armies you receive this turn, place 1 new army in every area you control on 1 continent of your choice.

## **Congo**

### **Mole (S)**



You may play this card to negate any other card. You may play this card at any time, even when you are not the target of the card you are negating.

You may not play this card to negate a card set or a card that is part of a card set.

## **East Africa**

### **Nerve Gas (A)**



Launch nerve gas canisters into an area that is adjacent to an area you control. This will kill  $\frac{1}{2}$  the armies (rounded down) in the target area or in an area adjacent to the target area.

Roll 1 die. If the result is 1, 2, 3, or 4, the target area is affected. If the result is 5 or 6, a randomly chosen area adjacent to the target area suffers the effect.

## **Egypt**

### **Informant (S)**



You may look at all the cards another player is holding and steal 1 of them. You can not steal a card that has or is being played.

You may play this card at any time.

## **Iceland**

## **Kamchatka**

## **Stealth Technology (AN)**



Use advanced technology to catch defending armies by surprise. During the first 3 rounds of 1 battle, the attacker and defender roll dice normally, but ignore attacker losses. The defender must roll 2 dice if he or she is able to. During the remainder of the battle after you play this card, the defender may not play Radar.

You may also play this card to negate Radar when it is played by a defender.

## **Middle East**

### **Toxic Waste (P)**



Dump toxic waste in 1 area of your choice. No army may enter or leave this area, no army may attack into or out of this area, and no new army may be placed into this area, for 1 game turn.

## **New Guinea**

### **Shuttle Diplomacy (P)**



Broker a peace treaty between any 2 players. Neither player may voluntarily attack the other for 1 game turn. You may name yourself as 1 of the 2 players.

Mutants never negotiate; a mutant horde may not be named as 1 of the 2 players.

## **Siam**

### **Mind Control (F)**



Hypnotize enemy troops via TV and radio. Replace with armies of your color,  $\frac{1}{2}$  of the armies (rounded down) in 1 area of your choice. Then use your free move to move these armies to an adjacent, friendly area. If there is no adjacent, friendly area, you can not play this card.

## **Afganistan**

## **Orbital Laser (A)**



Vaporize 1 army any where on the map.

## **Mongolia**

### **Tunnels (AF)**



You may use this card to make 1 *committed attack* from 1 area to another area that is 2 areas away. For example, you may use this card to attack from Central America to Peru or from Siam to New Guinea.

Or, you may use this card to free move armies from an area to an area that is 2 areas away. In either case, ignore opposing armies in the intervening area. You may tunnel under sea lanes.

## **Peru**

### **Weather Control (P)**



Disrupt global weather patterns to prevent attacks or free moves across *all* sea lanes for 1 game turn. During this time, no one may play Navy.

This card does not affect Tunnels.

## **Venezuela**

### **Provocateur (P)**



Force the armies in 1 area of your choice to make an *involuntary attack* against an adjacent area of your choice. The attack takes place immediately. The 2 areas must belong to 2 different players other than yourself. Shuttle Diplomacy has no affect.

## **Alberta**

## **Electronic Warfare (AD)**



When attacking or defending, add 1 to all of your die rolls. This advantage lasts until the end of the attacker's turn.

If you are defending and you play this card after your opponent has announced an attack, your opponent must complete at least 1 round of the announced attack.

## **Reverse Engineer (P)**



Your scientists and technicians duplicate a previously used technology.

You may take 1 card of your choice from the discard pile. However, you may not use the card you take until the beginning of your next player turn.

## **Greenland**

### **Cometary Cultists (P)**



Your operatives convince the more gullible citizens of 1 continent to seek a higher plane of existence.

Remove 1 army from every area on 1 continent of your choice.

## **India**

### **Guerillas (P)**



After placing the other armies you receive this turn, place 1 new army of your color into every empty or enemy-held area on 1 continent of your choice. During your attack, each guerrilla army must attack all opposing armies in its area until the guerrilla army is eliminated or all defending armies are eliminated. These attacks must be resolved before, and independently of, any normal attacks you may make during your turn.

## **Irkutsk**

### **ICBM (A)**



Launch a nuclear strike against 1 area of your choice.

All armies in the area are eliminated. No army may enter the area until *after* your next turn.

## **Madagascar**

### **Jihad (A)**



Whip up religious fervor among your troops.

For the remainder of your turn, all of your attacks must be *committed attacks*. During each round of all attacks, you may roll one extra die.

## **North Africa**

### **Rebellion (P)**



This card creates a new, neutral player. All armies in 1 area of your choice rebel and declare their independence. The rebels will not voluntarily attack any other player. Each game turn, *before* your player turn, the rebels grow by 3 armies.

Mutants never rebel; you may not play this card against a mutant horde.

## **Ontario**

### **Navy (AD)**



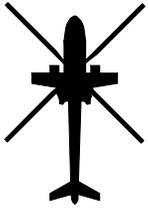
Add 2 to all of your die rolls when attacking or defending across a sea lane. This advantage lasts until the end of the attacker's turn.

If you are defending and you play this card after your opponent has announced an attack, your opponent must complete at least 1 round of the announced attack.

## **Quebec**

## **Scandinavia**

## **Paratroops (AF)**



You may make 1 *committed attack* from 1 territory to any other territory on the map.

Or, you may play this card during your free move to move armies from 1 area you control to any other area you control. This counts as your free move for your turn.

## **Black Helicopters (A)**



Mysterious black helicopters aid your attacks on 1 continent of your choice. Add 2 to all of your die rolls when you attack from areas on your chosen continent to adjacent areas on the same continent. This advantage lasts until the end of your turn.

## **Siberia**

### **Fortification (D)**



Add 2 to all of your die rolls when defending. This advantage lasts until the end of the attacker's turn.

If you play this card after your opponent has announced an attack, your opponent must complete at least 1 round of the announced attack.

## **Ukraine**

### **Mutant Horde (P)**



This card creates a new, neutral player. Turn all armies in 1 area of your choice into mindless, homicidal mutants. Each game turn, following your player turn, the mutants attack 1 randomly chosen adjacent area. They continue the attack until they have only 1 army left or the defender is eliminated. After the attack, all defending armies killed by mutants join the mutants. If the defender is eliminated, *all* mutant armies move into the captured area, leaving an empty area behind.

## **Ural**

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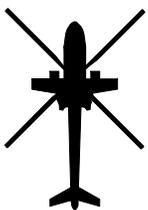


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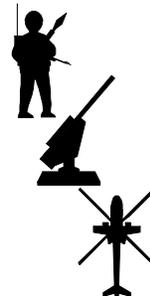
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## **Wild Card**

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- (P) Play at the beginning of your turn when you are placing your new armies
- (S) Special, read the instructions on the card

## Card Sets

- 3 Artillery
- 3 Infantry
- 3 Helicopters
- 1 of Each
- 6 Armies
- 9 Armies
- 12 Armies
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